

OPMAPS OPERATIONAL MILITARY ANALYTICS AND PRESENTATION – DATA AND NARRATIVES IN MILITARY HISTORY AND BEYOND

SORIN ADAM MATEI, PHD

ASSOCIATE DEAN FOR RESEARCH,
COLLEGE OF LIBERAL ARTS

ROBERT KIRCHUBEL, PHD

POST-DOCTORAL RESEARCHER,
COLLEGE OF LIBERAL ARTS,
RETIRED US ARMY LTCOL (R),
ARMOR BRANCH

WHO IS OPMAPS?



Ideamonger
Sorin Adam Matei

Social scientist
historian with social
mapping expertise
History degree
Creator of multiple
interdisciplinary
initiatives



Historian
Robert Kirchubel

Retired US LtCol –
Armored Forces
Author of Eastern Front
and Blitzkrieg Atlases
(WWII)
Dissertation “German
Generals and Political
Engineering”



Software Developer
Rajesh Kalyana



Student Interns
Zhan Gao
Sadiq Albinalshaikh

WHAT IS OPMAPS?



Bring operational military mapping into the 21st century, exploit current, massive computing and graphics power.



Overcome limitations of traditional static maps.



Trust the data, know where it comes from.



Supporting data is quarriable and searchable.



Works on any operation for which detailed data exists, does not need to be combat.



Proof-of-concept pilot project examines WWII Battle of Smolensk, 10 July-10 September 1941.

HOW AND WHY IS OPMAPS NEW?



Uses digital humanities data to support historical scholarship and advance our knowledge from **representational to inferential**.



Collaboration between experts in history, communication technology, and social sciences.



New historical **method of collecting, visualizing, and interpreting** operational military history.



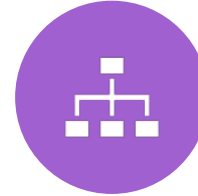
Create a **mapping database** and visualization tools.



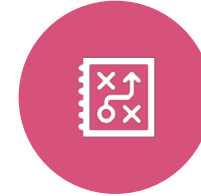
Use **spatial-temporal statistical** techniques.



YOU CAN BRING
DATA BACK TO THE
SPATIAL DECISION
AND
INTERPRETATION
SPACE.



YOU FLATTEN THE
ANALYTIC PROCESS:
DATA, CODE, AND
MAPS ARE
TRANSPARENT AND
OPEN



YOU CAN OVERCOME
THE TEMPTATION TO
VISUALIZE AT THE
EXPENSE OF
ANALYSIS.



YOU CAN CREATE
MAPS THAT CAN
GENERATE MORE
MAPS AND NEW
INTERPRETIVE MAPS

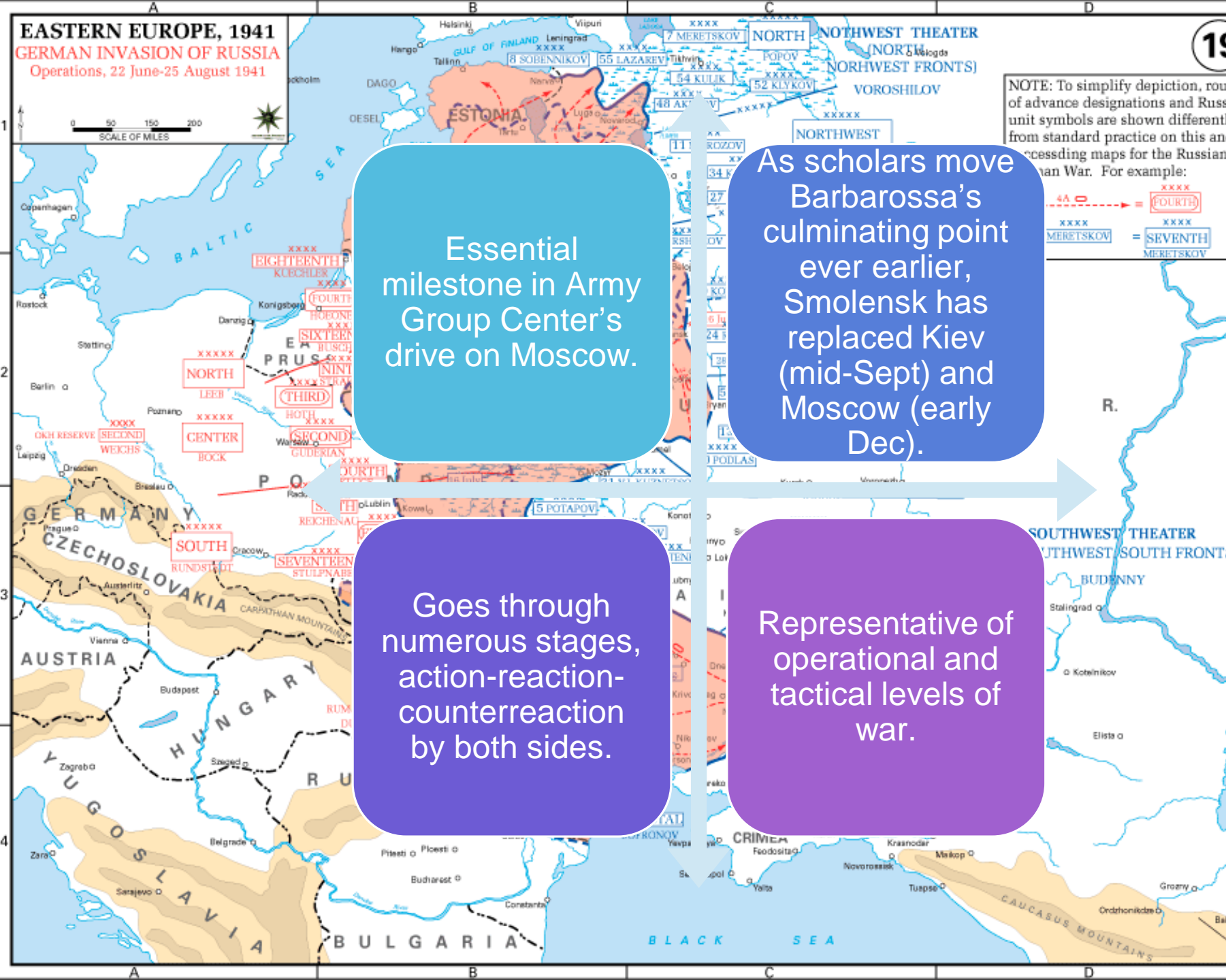


YOU CAN CHECK
EXISTING
NARRATIVES
AGAINST PAST DATA



YOU CAN USE NEW
WAYS TO ANALYZE
DYNAMIC
OPERATIONAL
ENVIRONMENTS

T B S K 10 19



MAP MAKING WORKFLOW



Primary data – original staff /
command maps – OKW – “[Hitler's
Maps](#)”



Digitize at division
level:

Location
Frontage shape
Direction of movement
Fractional presence



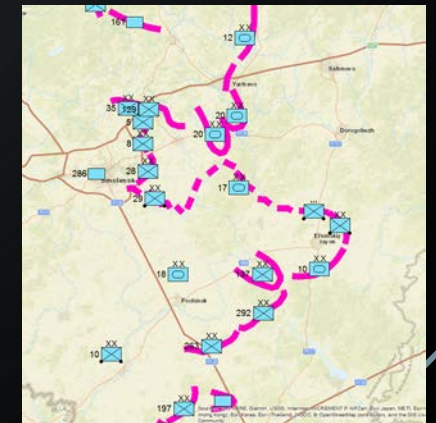
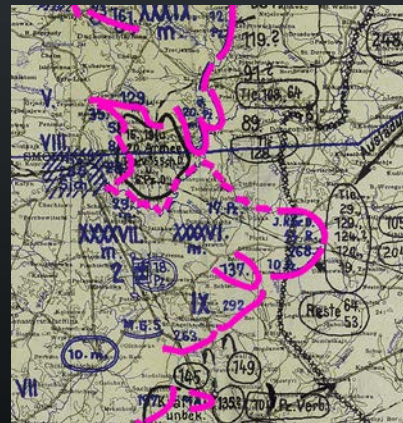
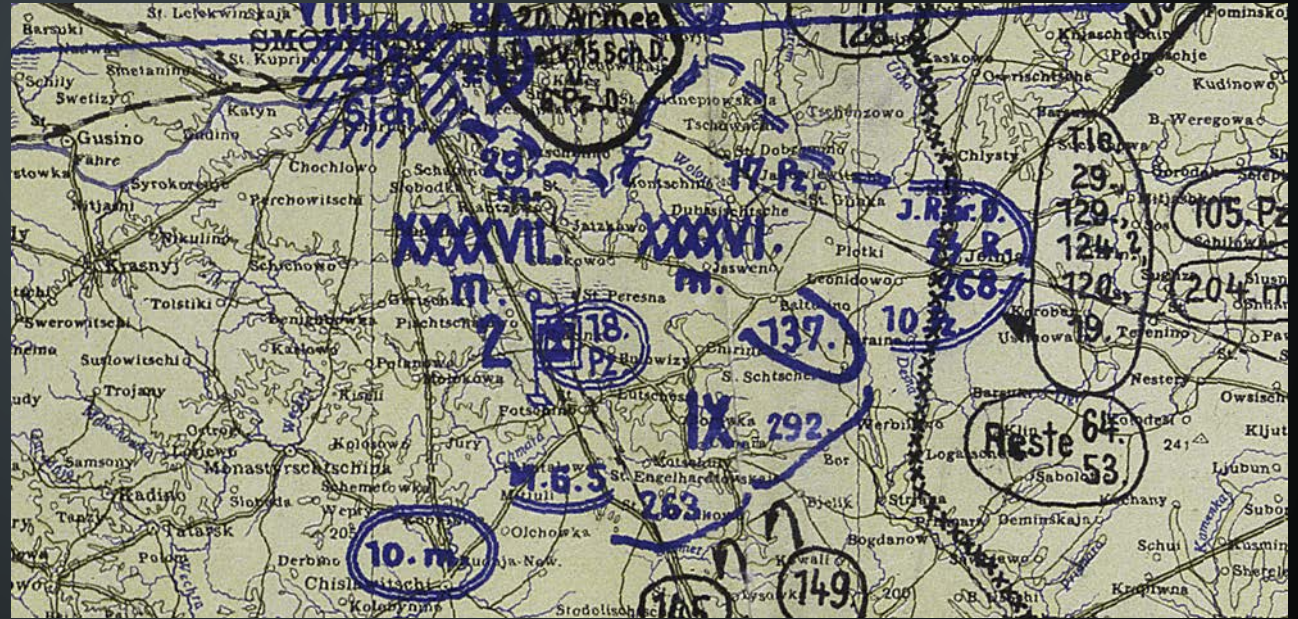
Move raw digital data (time-space
coordinates) to open source map
(OWS)



Create fully visible, open source code
to animate and analyze the movement
of the troops

HOW WE CREATE A MAP ANALYTIC ENVIRONMENT

- Start with primary source or hyper-reliable secondary sources.
 - Military High Command (OKW) twice daily situation maps – One every other day
 - Manual drawing with quality control.
 - Geocoded on top of original maps
- Add front lines
- Determine central point of front line, place unit symbol

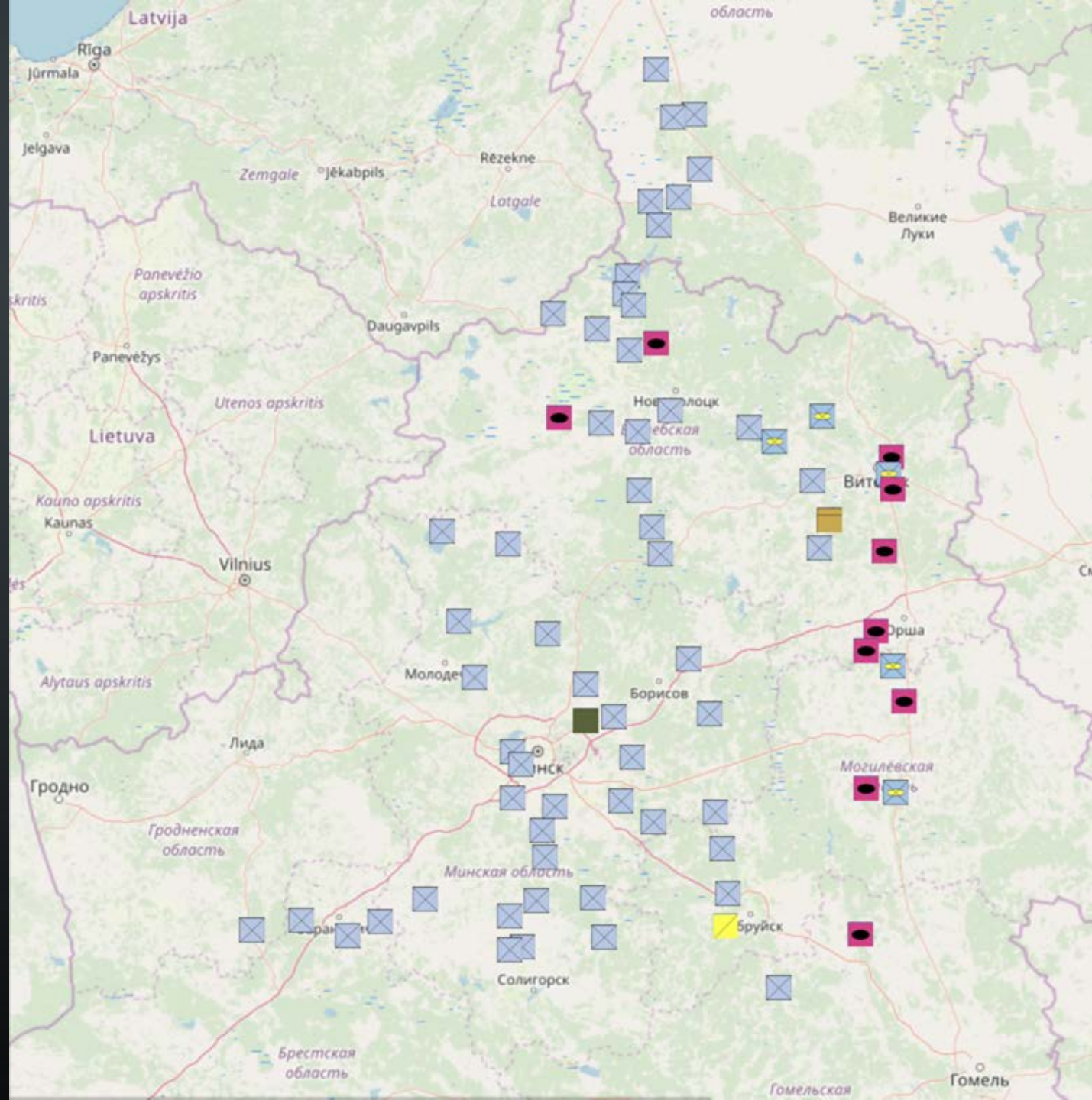


OPMAPS ARE FIRST OF ALL DATASETS.

- Geography grad student and programming post-doc created and refined divisional database with Rob as quality control:

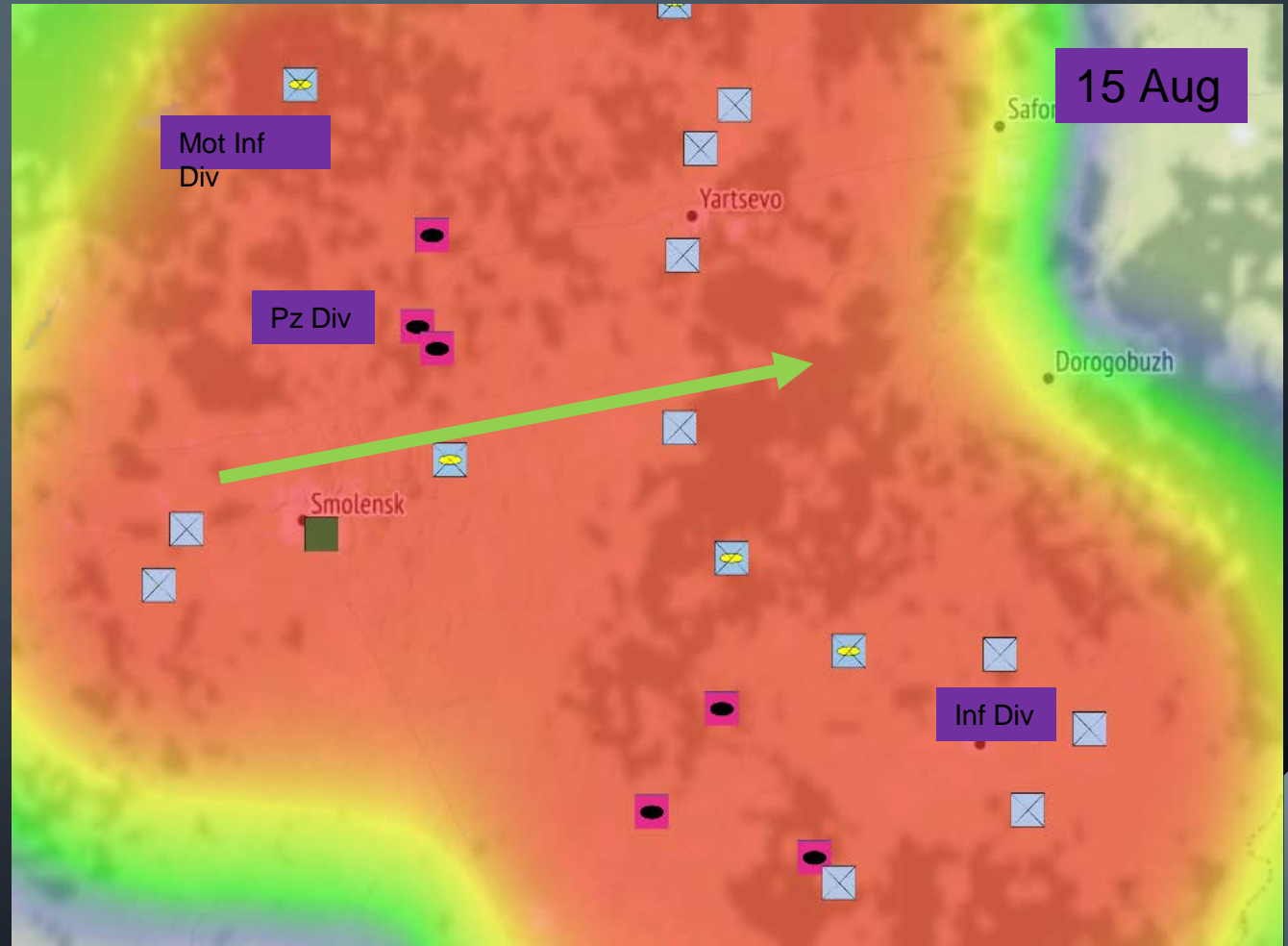
PzDiv	Unit: 7 Pz	7	7/11/1941	Activity: Moving, Stationary	PZR	5		1	251	30.33333	55.09482
PzDiv	Div	7	7/12/1941		PZR	4	Mass	1	374	30.48568	55.13449
PzDiv		7	7/12/1941		PZR		1 FWD DET	0	377	30.60465	55.22907
PzDiv		7	7/13/1941		PZR	5		1	151	31.49029	55.28639
PzDiv		7	7/15/1941 0:00	1	PZR	5		1	269	32.35553	55.14081
PzDiv		7	7/16/1941 0:00	1	PZR	5		1	390	32.44066	55.13056
PzDiv		7	7/17/1941 0:00	1	PZR	5		1	102	32.43949	55.10432
PzDiv		7	7/19/1941 0:00	1	PZR	5		1	440	32.40599	55.141
PzDiv		7	7/20/1941 0:00	1	PZR	5		1	385	32.58839	55.16361
PzDiv		7	7/21/1941 0:00	1	PZR	5		1	84	32.59198	55.10485
PzDiv		7	7/22/1941 0:00	1	PZR	5		1	421	32.67501	55.0005
PzDiv		7	7/27/1941 0:00	1	PZR	5		1	193	32.71613	54.93937
PzDiv		7	7/29/1941 0:00	1	PZR	5		1	437	32.65384	54.98698
PzDiv		7	7/30/1941 0:00	1	PZR	5		1	292	32.70381	55.06233
PzDiv		7	8/1/1941 0:00	1	PZR		1 FWD DET		124	32.40008	53.89385
PzDiv		7	8/2/1941 0:00	Type of unit		5		Division or non-divisional	352	32.40008	53.89385

MAP DATA MOVED TO
OPEN SOURCE MAP
(OSW). PUBLISHING
AND EDITING ONLINE
WITH NO SPECIALIZED
SOFTWARE



ADDING DEPTH AND DETAILS

- Assign “strength” variable (PZ > INF)
- Calculate “massed fire envelope”
 - Heatmap
 - Colors increase in intensity as troops become denser
- Calculate average movement vector = “effective reach”



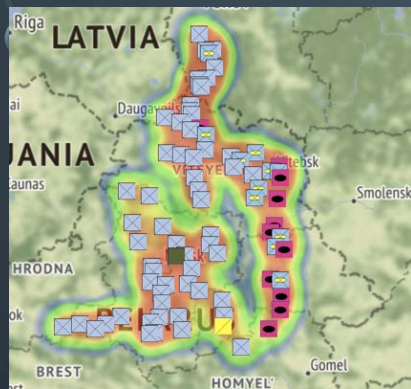
AVERAGE VECTORS OF ATTACK



Vector of attack:

- A calculated measure that indicates the average "penetration distance and direction" for a unit or for group(s) of units
- It measures the "effective reach" of each unit or group of units
- It "tucks in" or expands the exposed edges of an advance, indicating how far the bulk of the forces really got.

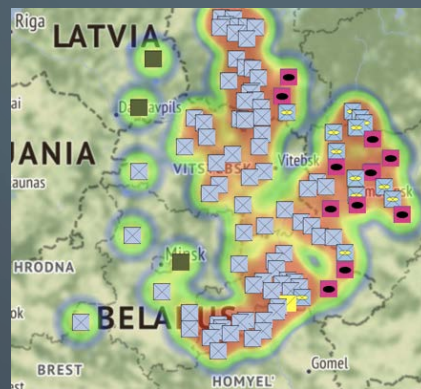
THE BATTLE – BLOW BY BLOW



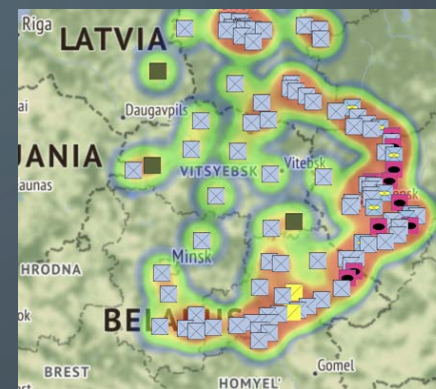
July 11



July 13



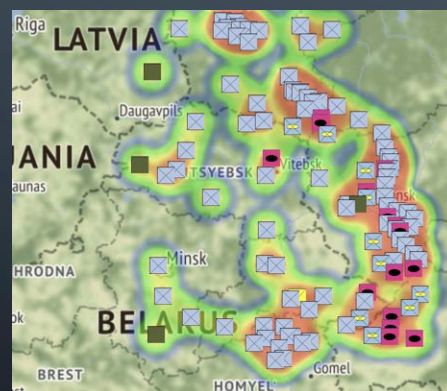
July 20



July 30



August 11

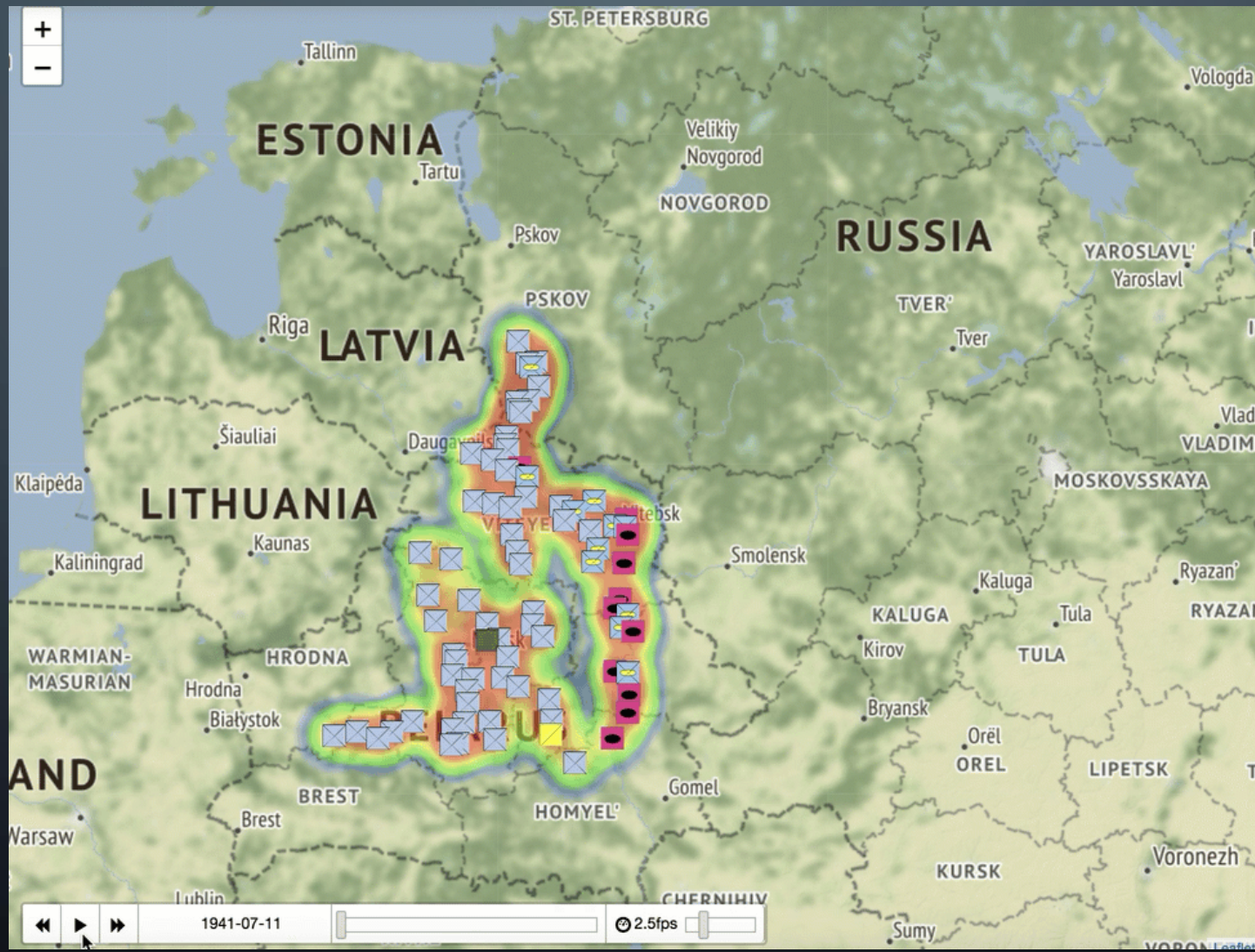


August
20



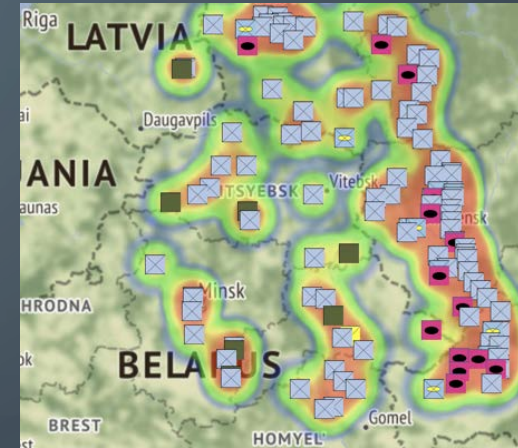
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THE BATTLE UNFOLDS



INTERACTIVE MAPS

- Battle Animation
 - Overall and unit level movement tracker with nominal fire envelope
 - [OPMAPS Animation page](#)
- Vector calculator
 - [OPMAPS vector calculator page](#)



SHORT TERM FUTURE PLANS



Add corps and army level analysis

Analyze operational level



Add Soviet data – all levels of analysis

Collaboration with Russian / Soviet military experts (US or abroad)



Adding strength data – move from abstract / nominal to concrete data

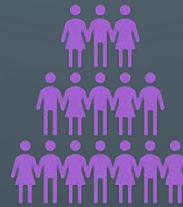
MEDIUM TO LONG TERM FUTURE PLANS



Calculate fire envelope by

Lethality potential

- standardized effective destruction firepower
- average weapon range
- Mobility



Calculate “Schwerpunkt potential” at given locations

ratio of combatants’ local strength
ratio of movement momentum



Simulation scenarios

Changing direction of movement
Changing fire envelope parameters
Interdicting directions of movement

QUESTIONS AND DISCUSSION...

